

# Elisabeth Sylvan, PhD – Curriculum Vitae

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## Office Address

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## Education

- 2007      **Massachusetts Institute of Technology: MIT Media Laboratory**  
*Ph.D. Media Arts & Sciences*  
Dissertation: The Sharing of Wonderful Ideas: Influence and Interaction in Online  
Communities of Creators  
Advisor: Mitch Resnick
- 2003      **Massachusetts Institute of Technology: MIT Media Laboratory**  
*M.S. Media Arts & Sciences*  
Thesis: Analyzing and Designing for Task Switching at Work  
Advisor: Dan Ariely
- 1996      **Carnegie Mellon University**  
*B.S. Psychology*

## Experience and Leadership

### **BERKMAN KLEIN CENTER FOR INTERNET & SOCIETY (BKC) AT HARVARD UNIVERSITY, Cambridge, 2019- present**

*Senior Director for Strategy and Programming (April 2023 – present)*

*Interim Executive Director (July 2023 – October 2023)*

*Managing Director (July 2019-March 2023)*

Formerly the Managing Director and Interim Executive Director, Interim Executive Director, I now serve BKC as its Senior Director for Strategy and Programming. I develop the term strategy for the center in collaboration with the Faculty Chair and, going forward, the planned Executive Director. A sampling of my current activities include:

- Representing BKC in [the Global Network of Internet & Policy Centers](#) including being a member of the steering committee, working with others on a refreshed version of the network, and developing community-base international activities, particularly on ethical considerations of large language models.
- I codesign and host international conversations, conferences, and educational initiatives with academic colleagues in countries including Norway, Brazil, China (Hong Kong), Colombia, and Germany. The most recent conference in May 2023 focused on generative AI and a follow-on event is planned for 2024;
- Representing BKC in our membership and work with the [International Network on Digital Self-Determination](#), an international group of academics and the Swiss government that seeks to influence how policy-makers, laypeople and more think about agency and use of data;
- Leading BKC's [Research Sprint program](#), an educational initiative that gathers experts and emerging scholars to address current social, ethical, and policy concerns in digital technology. The winter/spring sprint will focus on re-envisioning how AI and city-related data can provide people with safe, helpful and inspiring experiences within the city of Boston; &
- Developing new AI ethics courseware to be taught by myself and members of the BKC faculty and community in multiple contexts including for lifelong learning for professionals, science and technology graduate students, and international policy makers.

As Interim Executive Director from July 2023 – October 2023 I led all aspects of the center's work, both internal and external. From 2019 to March 2023, as Managing Director, I was the sole senior report into the Executive Director and I led multiple strategy and all operational efforts at BKC, outside of faculty's independent projects. I was the direct manager of all senior staff leaders.

Overall, my responsibilities at BKC have included:

- Launching and running new educational and other projects: I run or have run research, educational and policy projects including a Summer Institute that served as a model for subsequent educational programs, a series of international and external educational programs called the BKC Research Sprints, BKC's Digital Self Determination research and policy project, the AI Policy Practice, and multiple other research efforts in AI and tech ethics, education, youth, digital self-determination, identity, and technology governance;
- Applying domain expertise: I contribute substantive expertise on the AI and other technology ethics, online communities, digital governance, youth and digital technologies, and technology in education and learning. I write articles, speak to the press and at events, and facilitate discussion on expert panels; &
- Organizational leadership: I provide diplomatic leadership in a complex multi-stakeholder academic setting with a highly networked and engaged staff and community. I collaborate with the Faculty Director and

Executive Director to set center priorities and turn these priorities into goals. I participate in board of director meetings including drafting meeting agenda and presenting or leading discussions. I collaborate with board members on center initiatives;

- Mentoring young scholars including supporting 45 summer interns; trained over 15 research assistants; and directly supervised five (5) Project Coordinators and ten (10) Fellows.
- Fundraising: supporting relationships with and proposal writing for high networth donors, family and other foundations, grant writing for government and foundation calls;
- Representing the organization: I represent the center with international colleagues, program collaborators, funders, faculty at other universities, officials in various country's governments, and leaders of nonprofits; &
- Diversity, inclusion, and belonging: BKC serves an international and diverse community including scholars. Enabling and highlighting their work is a core and valued part of my daily work.

### **ELISABETH SYLVAN CONSULTING LLC, Boston & San Francisco, 2011 – 2019**

#### *Principal*

I helped organizations to create learning programs and tools by designing research studies, educational programs and materials and being a critical friend to my clients. Projects included:

- Lynch School of Education at Boston College: defined a new learning engineering masters degree's materials and technologies;
- Krause Center for Innovation at Foothill College: developed a new makerspace for K14 learners and educators. Developed processes, programs, K12 teacher training and K8 camps. Built partnerships. Taught blended and classes;
- Stanford University Graduate School of Education: wrote articles about maker education for the website and advised on the content and design of the school's maker space for teacher training and associated website;
- Silicon Valley Education Foundation: developed strategy, research agenda and programs for a STEM middle school;
- A large Asian education corporation: 1) supported the development of a 5-year strategic plan for bringing new technology into their existing education offerings & 2) adapted an Asian computer science program for the US;
- Nexmap: co-designed a data literacy initiative including strategy, grants, and teacher professional development;
- The Computer History Museum: defined purpose and concept design of a new community-focused makerspace; &
- Bay Area Discovery Museum: co-developed a research study on maker education learning for children 0-8.

### **MANYLABS, San Francisco, 2014 – 2017**

#### *Director of Learning and Community & Scientist in Residence*

Based on the nonprofit's sensors for science and science education, I developed programs for advocacy groups, K12 educators, and laypeople, conducted teacher training, wrote grants, and built relationships with partners.

**THE TECH INTERACTIVE, San Jose, 2013 – 2014***Vice President of Education*

I reestablished The Tech Interactive (then 'The Tech Museum') its education department after its long hiatus. I developed a vision and strategy for the department based on the museum's mission and goals. I built a team across five educational areas: Gallery Programming, Labs, Field Trips, School and After-school Programs, and The Tech Challenge. We executed a cohesive set of educational initiatives with defined short and long goals for revenue, programming, and staffing.

**TERC, Cambridge, 2008 – 2013***Project Director & Research Scientist*

As Project Director I ran a 3-year multi-million-dollar NSF-funded curriculum and technology R&D project. The team of a dozen staff and contractors delivered software, curriculum, learning analytics, and outreach. As Research Scientist I analyzed educational games on knowledge building, co-developed workshops, codeveloped the company's e-publishing plan, and conducted external evaluations for clients.

**MIT MEDIA LAB, Cambridge, 2000 – 2007***Graduate Student Research Assistant*

My dissertation examined influence and interaction in sociotechnical systems that support sharing creative content, specifically the Scratch online community and the Computer Clubhouse Village. My general exams addressed the support community-enabled group learning and creativity within physical, social, and technological context. I studied creative and learning communities from a network perspective using research from learning sciences, social network analysis, creativity research, and judgment and decision-making. For my master's I designed and analyzed controlled and naturalistic studies on self-monitoring during interruptions and studied decision-making and rationality in electronic environments. I taught a graduate Research Methods class and cofounded Mediawomen, a social and advocacy group for women in technology.

**VARIOUS, Pittsburgh, PA and Boston, MA, 1996 – 2000***Early roles in technology*

I was a project manager and web designer at dot.com startups and a web designer/webmaster for a department at MIT.

**Memberships, Committee Work, And Other Activities**

- Working group member of the Digital Self-Determination initiative hosted by the Swiss Federal Department of Foreign Affairs, 2022 – present
- Steering Committee Representative of the Berkman Klein Center in the Global Network of Internet & Society Research Centers (a network of over 100 academic centers globally), 2022 – present

- Advisor to the Technical University of Munich (TUM) AI Ethics Literacy in EdTech project, 2022 – present
- Colead of the BKC Tech through Spec, Group, September 2021 – June 2023 and member from October 2020-present
- Colead of the BKC Future+Learning Working Group, September 2022 – May 2023
- World Economic Forum Digital Identity Initiative Impact Working Group, December 2022 - present
- OECD Expert Stakeholders on Digital Identity Group, November 2022 - present
- MacArthur’s Technology for the Public Purpose Group, 2020
- Reviewer for Interaction Design for Children (IDC), 2018.
- Reviewer for International Conference on the Learning Sciences (ICLS), 2006, 2018
- Reviewer for Computer-Supported Collaborative Learning (CSCL), 2011, 2013, 2017
- Reviewer for Creativity & Cognition, 2017
- Reviewer for Internet Research (IR) conference, 2011 –2012
- Program committee member for the International Conference on Computer Supported Education (CSEDU), 2012
- Program Committee member for Social Applications, Networks, and Systems (SNAS), 2009.
- Reviewer for Computer Human Interaction (CHI), 2010, 2012 - 2013, 2015
- Reviewer for Computer-Supported Collaborative Work (CSCW), 2012=2013
- NSF peer reviewer, 2009 – 2010
- Advisory Board Member of zSpace, 2014-2016
- Advisory Board Member of the Stanford d-school Build Lab, 2014
- Silicon Valley Education Foundation STEM Advisory Board, 2013-2014
- Advisory Board Member of the Krause Center for Innovation, 2013-2014
- Proposal Reviewer for Next General Learning Challenges (NGLC) Wave 1 and 2, 2010 – 2011
- Institutional Review Board member, TERC, 2011 – 2013
- Institutional Review Board member, Massachusetts Institute of Technology, 2004 – 2007
- International Society for Design and Development in Education (ISDDE) Fellow, 2011
- 2011 Emerging Scholar Award for the AERA Applied Research in Virtual Environments for Learning (ARVEL) SIG.
- MIT Media Lab Highlands and Islands Fellow, 2005 – 2006
- Media Lab Europe Fellow, 2003-2004.
- MIT Media Lab scholarship, 2000-2003, 2004-2005, 2006-2007.

## Publications

### Books and Chapters in Books

- Sylvan, E. (2009). The Computer Clubhouse Village: An Intranet For Sharing and Connecting. Kafai, Y, Peppler, K, & Chapman, R., eds. The Computer Clubhouse: Creativity and Constructionism in Youth Communities. New York: Teachers College Press.
- Hewett T, Czerwinski M, Terry M, Nunamaker J, Candy L, Kules B, and Sylvan E. (2005). Creativity Support Tool Evaluation Methods and Metrics. In the NSF Report of Workshop on Creativity Support Tools, September 2005.
- Shneiderman B, Fischer G, Czerwinski M, Resnick M, Myers B, Candy L, Edmonds E, Eisenberg M, Giaccardi E, Hewett T, Jennings P, Kules B, Nakakoji K, Nunamaker J, Pausch R, Selker T, Sylvan E, Terry M. (2005). White

Paper on Creativity Support Tools Workshop. In NSF Report of Workshop on Creativity Support Tools, September 2005.

### **Journal Publications and Conference Presentations with Proceedings**

- Sylvan, E., McGee Madeline, & Cortesi, S. (2023). Empowering Students in a Datafied World: Adult Stakeholders' Perspectives on Digital Self-Determination in the U.S. K12 Environment. In International Conference on Computer-Supported Collaborative Learning (ISLS). Montreal, Canada.
- Puttick, G., Strawhacker, A., Bernstein, D., & Sylvan, E. (2014). It's Not As Bad As Using the Toaster All The Time – Designing Trade Offs In A Scratch Game About Energy Use. In Proc. of the ICLS June 23 – 27, 2014, Boulder, CO.
- Asbell-Clarke, J. Rowe, E. Sylvan, E., (2013). Dwelling and Indwelling: How Games Nurture, Reveal and Measure Tacit Knowledge. In Proc of CHI'13 April 27-May 2, Paris, France.
- Sylvan, E., Asbell-Clarke, J., Fraser, J., Gupta, R. & Rowe, E. (2013.) It's Not Who I Am, It's What I Do: How Youth Gamer Identity and Beliefs about Social Perception Relates to their Science Understanding. In Proc of Digital Games Research Association (DIGRA 2013) August 26<sup>-29</sup>, Atlanta, GA.
- Asbell-Clarke, J. Rowe, E. Sylvan, E., (2013) Indwelling in Science: Measuring Tacit Learning in a Physics Game. In Proc of Digital Games Research Association (DIGRA 2013) August 26<sup>-29</sup>, Atlanta, GA.
- Asbell-Clarke, J. Rowe, E., Sylvan, E., & Baker, R. (2013). Working through Impulse: Assessment of Emergent Learning in a Physics Game. Proc. of Games + Learning + Society (GLS 9.0.) Madison, Wisconsin.
- Asbell-Clarke, J., Edwards, T., Larsen, J., Rowe, E., Sylvan, E., & Hewitt, J. (2012). Martian Boneyards: Scientific Inquiry in an MMO Game. International Journal of Game-Based Learning, 2(1), 52-76. doi:10.4018/ijgbl.2012010104.
- Sylvan, E., Larsen, J., Asbell-Clarke, J. & Edwards, T. (2012). The Canary's Not Dead, It's Just Resting: The Productive Failure of a Science-Based Augmented-Reality Game. Proc. of Games + Learning + Society (GLS 8.0.) Madison, Wisconsin.
- Asbell-Clarke, J & Sylvan, E. (2012) Martian Boneyards: Can a Community of Players be a Community of Practice? Proc. of CHI '12, May 05 - 10 2012, Austin, TX, USA. ACM New York, NY, 409-418.
- Sylvan, E. (2010). Predicting influence in an online community of creators. In Proc. of CHI '10. April 10 - 15, 2010, Atlanta, Georgia, USA. ACM New York, NY, 1913-1916.
- Sylvan, E. A. (2010). Predicting social influence and project influence in Online Communities of Creators. In Proc. of the ICLS '09 Vol.2 June 29 - July 02, 2010, Chicago, Illinois, 455-457.
- Shneiderman, B., Fischer, G., Czerwinski, M. Resnick, M., Myers, B., Candy, L., Edmonds, E., Eisenberg, M., Giaccardi, E., Hewett, T., Jennings, P., Kules, W., Nakakoji, K., Nunamaker, J., Pausch, R., Selker, T., Sylvan, E., Terry, M. (2006). Creativity support tools: Report from a U. S. National Science Foundation Sponsored Workshop. International Journal of Human Computer Interaction, 20(2), 61-77.
- Sylvan, E. (2006). Who knows whom in a virtual learning network?: applying social network analysis to communities of learners at the Computer Clubhouse. In Proc. of the 7th ICLS Bloomington, Indiana, June 27 - July 01, 2006, International Society of the Learning Sciences, 758-764.

Seitinger S, Sylvan E, Zuckerman O, Popovic M, & Zuckerman O. (2006). A New Playground Experience: Going Digital. In G. Olson & R. Jeffries (Eds), Proc. Of CHI 2006, ACM, New York, NY 303-308.

Sylvan E. (2005). Methodologies for Understanding Social Creativity During Collaborative Design Activities: A Proposal. In JS Gero and ML Maher. Computational and Cognitive Models of Creative Design VI, Key Centre of Design Computing and Cognition, University of Sydney, Australia, 365-374.

### **Recent Online Publications**

Ha, Y., Hendrickson, S., Nagy, A., Sylvan, E, Zick, T. (2023). Exploring the Impacts of Generative AI on the Future of Teaching and Learning. Berkman Klein Center website.

<https://cyber.harvard.edu/story/2023-06/impacts-generative-ai-teaching-learning>

Sylvan, E. Co-Designing Shared Futures: Global Collaboration Creates Ethical Generative AI (2023).

<https://medium.com/berkman-klein-center/co-designing-shared-futures-3d15f9883773>

Sylvan, E. & Guio Español, A. (2023). Generative AI: What should governments in Latin America do? Berkman Klein Center Medium Collection.

<https://medium.com/berkman-klein-center/generative-ai-what-should-governments-in-latin-america-do-9ca8a1f73051>.

Sylvan, E. & Cortesi, S. (2021). What we learned about the future of education from COVID-19. Fast Company.

<https://www.fastcompany.com/90650121/what-we-learned-about-the-future-of-education-from-covid-19>.

### **Presentations and Expert Workshops**

#### **Recent (Co-)Hosted Conferences**

“Co-Designing Generative Futures: A Global Conversation About AI.” May 2023. Three days of teaching and learning co-hosted by the Berkman Klein Center for Internet & Society (BKC) at Harvard University, in collaboration with the NCIS at BI Norwegian Business School, ITS Rio, TUM, and the Global Network of Internet & Society Centers,

<https://cyber.harvard.edu/story/2023-05/co-designing-generative-futures>

“Global Summit on Responsible AI.” September 2022. A week of teaching and learning co-hosted by the Institute for Technology & Society of Rio de Janeiro (ITS Rio), the Berkman Klein Center for Internet & Society (BKC) at Harvard University and the Nordic Center for Internet and Society (BI) at Norwegian Business School.

<https://www.aiglobalsummit.com.br/en>

#### **Conference Panels and Presentations without Proceedings**

Sylvan, E. et al. (2022) Learnings from Research Sprints: a Global Educational Program on Ethics of Digitization.” Connected Learning Summit 2022, virtual.

Adamczewski, P. & Sylvan, E. (2022). The use of AI in the public and private sectors - how do opportunities & challenges compare? White paper on the implementation of AI-engined system enhancing effectiveness of a public authority. IGF 2022. Addis Ababa, Ethiopia.

Sylvan, E. (2018). Open Data/Open Minds: Tell Local Stories Using with Maps, Paper Circuits and Illuminated Visualizations, PBL2018 International Conference, Santa Clara, CA.

Sylvan, E. (2017). Open Data/Open Minds: Explorations in Data, Literacy, Craft and Code. Mozfest, London, England.

Sylvan, E., Hutchins, M, Lanas, J & Roop, L. (2017) Data/Open Minds Panel: Our Experiences with Techniques and Tools for Data Literacy Learning. Context Conference, Pittsburgh Museum of Art, Pittsburgh, PA.

Sylvan, E., Dicus, E., McGary, K., & Sand, P. (2015). LivingData: An Open Source Environmental Monitoring Toolkit for Learners and Their Communities. FabLearn2015. Stanford University, Palo Alto, CA.

Sylvan, E. (2014) Online Tools to Support Computational Thinking. CUE eLearning Strategies Symposium, San Mateo, CA.

Sylvan, E. (2014) Computational Thinking: There's More to Coding Than Code. Fall Cue Conference Napa Valley, CA.

Asbell-Clarke, J. & Sylvan, E. (2012). The Influence of Players' Interactivity and Identity on Social Games Design for Learning. #Influence12 Symposium & Workshop. Dalhousie University, Halifax, Nova Scotia.

Sylvan, E. & Garrity, C. (2011). From Local and Offline to Networked and Online: The Evolution of One Middle-School Scratch Programming Club's Creative Constructions. Internet Research 12, Seattle, Washington.

Rowe, E., Zalles, D., Sylvan, E., & Hancock, C. (2011). Learning Data Literacy Skills and Concepts in Two Games: Question Detective and Space Chase. Children's Learning in Videogame and Academic Settings symposium at the Society for Research in Child Development biennial meeting. Montreal, Canada.

Asbell-Clarke, J., Edwards, T, Larsen, J., Rowe, E., Sylvan, E., & Hewitt, J. (2011). Collaborative Scientific Inquiry in Arcadia: An MMO gaming environment on Blue Mars. American Educational Research Association. New Orleans, Louisiana. Received the AERA ARVEL SIG Emerging Scholar Award.

Peppler, K., Kafai, Y., Rusk, N., Beals, L., Bers, M., Breslow, G., Chapman, R., Martin, C., Barron, B., Wise, S., Millner, A., Rusk, N., Resnick, M., Cooke, S., Sylvan, E., Cole, M. (2009). The Computer Clubhouse Learning Model: Learning Inquiry, Collaboration, and the Development of 21st Century Skills in Informal Learning Spaces. 2009 American Educational Research Association (AERA), San Diego, CA.



Forte, A., boyd, d., Brockett Reilly, E., Sylvan, E., & Raynes-Goldie, K. (2007). Under 18: Blogs, Wikis, and Online Social Networks for Youth. Panel at SXWS Interactive 2007, Austin, TX.

Sylvan, E. (2005). Social Network Analysis of Learning Networks. Boston Learning Technology Conference, Museum of Science, Boston, MA.

Sylvan E. (2005). Integrating Aesthetic, Engineering, and Scientific Understanding in a Hands-on Design Activity. Interaction Design for Children, Boulder, CO.

Fujimori Y, Sylvan E, & Alibali M. (1997). Gestures in the classroom in Japan and the United States. Twenty-seventh Annual Jean Piaget Symposium, Santa Monica, CA.

Sylvan E, Fujimori Y, & Kawanaka T. (1997). The functions of teachers' gestures: What's the point? Annual Meeting of the Midwestern Psychological Association. Chicago, IL.

### **Selected Invited Talks**

“Regulating AI: A Sisyphean Task? A Breakfast Talk @ the Berkman Klein Center.” With Caitlin Fennessy (Vice President and Chief Knowledge Officer; International Association of Privacy Professionals), Leonardo Cervera Navas (Secretary General; European Data Protection Supervisor), Aileen Nielsen (Visiting Assistant Professor, Harvard Law School), Theodore Christakis (Professor of International and European Law, AI Regulation Chair, Multidisciplinary Institute on AI, University Grenoble Alps, France), and Isabel Hahn (LL.M. Candidate, Harvard Law School). Cambridge, MA, November 2023.

“The Ethics and Governance of Generative AI.” Keynote at the first Forum on the Ethics of Artificial Intelligence in Latin America and the Caribbean. Organized by UNESCO, CAF -banco de desarrollo de América Latina y el Caribe, and Ministerio de Ciencia, Tecnología, Conocimiento e Innovación of Chile. Santiago, Chile, October 2023.

“Empowering Our Digital Journey: Unleashing the Potential of Digital Self Determination.” Panel with Bishakha Datta, Executive Director at Point of View, Mumbai, India, Wenxi Zhang, Center for AI and Data Governance, Singapore Management University, Claude Kamau, Lecturer, Strathmore University, Kenya – Use Case: DSD and Mobile Banking, and Stefaan Verhulst, GovLab. Turin, Italy, July 2023.

“Empowering Students in a Datafied World: Adult Stakeholders’ Perspectives on Digital Self-Determination in the U.S. K12 Environment. International Conference on Computer-Supported Collaborative Learning (ISLS). Montreal, Canada, June 2022.

Opening keynote. Co-Designing Generative Futures workshop and conference at the Berkman Klein Center, Cambridge, MA, May 2023.

Invited keynote at “Generative AI for Text: Tools for Creativity (or Conformity?)” Future(s) of Work and Play. Bangkok, Digital Asia Hub. December 2022.

Invited keynote speaker the #GoodID conference hosted by Omidyar. June 2022.

“Novel Learning Spaces: Old and New Challenges,” Panel at LabGRIMM, Federal University of Ceará. June 2022.

“Digital Self Determination: Human Centric Approaches to Trustworthy Data” Real Colegio Complutense (RCC) at Harvard’s Digital Transformation Seminar 2022.

“AI Goes Edu: A Blessing or a Curse? - A Fireside Chat with Dr. Elisabeth Sylvan.” Panel at the TUM Think Tank with Anna Keune, Matthias Grabmair and Urs Gasser. Munich Germany Dec 2022.

“Global Insights on AI Governance.” Panel at Institute for Ethics in Artificial Intelligence – TUM with Laeticia Onyejebu, University of Port Harcourt and Armando Guio, Harvard University. Munich Germany Dec 2022.

“Digital Self Determination in K12 Education: A Case Study.” Talk at the first Conference on Digital Self Determination, Lausanne, Switzerland, June 2022.

“Participatory Methods to Engage AI Stakeholders.” Global Summit for Responsible AI in Rio De Janeiro. October 2022.

Welcome Panel. Global Summit for Responsible AI in Rio De Janeiro. October 2022.

Closing Panel. Global Summit for Responsible AI in Rio De Janeiro. October 2022.

The Impact of Social Media on Kids’ Health, Digital Wellness Lab at Children’s Hospital. July 2021.

Paper Tangible Interfaces With and Without Data. University of California at Berkeley, School of Information. November 2017.

Getting the Work Done Together: How Sociotechnical Systems Support Group Collaboration and Creation. FXPal. Palo Alto, CA October 2016.

Untitled talk. Yahoo. Palo Alto, CA, September 2016.

SRI Open Data/Open Minds, presented with David Cole. Menlo Park, CA 3/2016.

“Community Connections: Supporting Individual And Collective Knowledge and Creativity.” Rutgers University, School of Communication and Information, Department of Library and Information Science. New Brunswick, NJ. February 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective Knowledge and Creativity.” Talk at Georgia Institute of Technology, School of Literature, Communication, and Culture. Atlanta, Georgia. January 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective Knowledge and Creativity.” Talk at Massachusetts Institute of Technology Sloan School: Center for Collective Intelligence. Emerging Ideas Seminar. February 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective.” Knowledge and Creativity. Talk at Clemson University. Clemson, SC. June 2012.

“Community connections: influence and interaction in social games and networked communities. Disney Research. Pittsburgh, PA. March 2012.

“What Our Social Networks Say About Us.” Oracle Corporation. Cambridge, MA. January 2012.

“HCI Seminar.” Talk at Northeastern University College of Computer and Information Science. Boston, MA, November 2008.

“Lunchtime Luminary Series.” IBM Watson Research Center. Cambridge, MA, October 2008.

University of Massachusetts Lowell, Computer Science Colloquium, Lowell, MA, October 2008.

“Studying Youth Social Networks.” Harvard University Graduate School of Education: Culture, Technology, and Equity course. Cambridge, MA, 2006.

“Empirical Research Methods.” MIT Media Lab: Course on ‘Introduction to the Media Lab’ course, January 2006.

Annual Meeting of Highlands and Islands Enterprises, Nairn, Scotland, September 2005.

MIT Media Lab Center for Bits and Atoms to the NSF, Cambridge, MA, June 2004.

MIT Media Lab Things that Think consortium, Cambridge, MA, February 2003.

MIT Media Lab Digital Life consortium, Cambridge, MA April 2003.

MIT Media Lab Digital Life consortium, Cambridge, MA May 2002.

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MasterCard Headquarters, White Plains, NY, December 2001.

**Selected Invited Symposiums and Workshops Participation**

Future of Human Rights 2030 Workshop. JustLabs. Sedona, AZ, April 2022.

FUN: A Finland US Network for Engagement and STEM Learning in Games. Helsinki, Finland, May 2013.

Gaming and Virtual Training Development for First Responders Workshop at Rutgers University for Next-Generation Communication Interoperability, Jan 2013.

The Summer Institute of the Consortium of the Science of Sociotechnical Systems. Sante Fe, NM, July- August 2012.

Creativity and Ingenuity Symposium. Haystack Mountain School of Crafts, Deer Isle, ME, September, 2011.

Workshop on Creativity Support Tools. NSF, Washington DC, June, 2005.

Digital Dialogues Symposium. Haystack Mountain School of Crafts, Deer Isle, ME, October, 2002.

Creative Computing Workshop. CHI conference, Minneapolis, MN, April 2002.

Summer Institute on Bounded Rationality in Psychology and Economics. Max Plank Center for Human Development, Berlin, Germany, July 2001.

**Courses and Programs Designed or Taught (Selection)****Classroom Teaching**

Design Thinking Process. Adjunct Professor at the Krause Center for Innovation at Foothill College. Summer 2018.

Online Collaboration Tools. Adjunct Professor at the Krause Center for Innovation at Foothill College. Summer 2018.

Technology in the K12 Classroom. Adjunct Professor at the Krause Center for Innovation at Foothill College, Winter 2018.

Designing Learner Centered Instruction. Adjunct Professor at the Krause Center for Innovation at Foothill College. Fall 2017, Winter 2018, Summer 2018.

Human Computer Interaction. Lecturer for Northeastern University College of Computer & Information Science. Spring 2013.

Introduction to Teaching Math and Science. Teaching Assistant for MIT Teacher Education Program, 2006.

Introduction to Psychology. Teaching Assistant in the Department of Psychology at Carnegie Mellon University, 1996.

General Psychology. Teaching Assistant in the Department of Psychology at Carnegie Mellon University, 1993-1996.

### **Educational Programs at BKC**

Visualizing AI Data Tools in Boston's Urban Spaces Research Sprint with the MADE program at Brown/RISD and Edgelands Institute. In development for Winter 2023.

[Digital Identity in Times of Crisis](#) Research Sprint with metaLAB (at) Harvard, Edgelands Institute, and AccessNow, Fall 2022.

[Takedowns and Transparency Research Sprint: Global Norms, Regulation and the Nature of Online Information](#) Research Sprint, Spring 2022.

[Alternative Data Futures: Cooperative Principles, Data Trusts, and the Digital Economy](#) Research Sprint with The New School, Fall 2021.

[AI Policy Research Clinic with the City of Helsinki](#) Research Sprint with the city of Helsinki's Education Division and Saidot. Summer 2021.

[Digital Self Determination](#) Research Sprint with the Digital Asia Hub, Spring 2021.

[Digital Ethics in Times of Crisis: COVID-19 & Access to Education and Learning Spaces](#) Research Sprint, Fall 2020.

[Summer Institute](#). Summer 2020.

### **Selected Workshops**

Monterey Bay Aquarium, Monterey, CA, September 2017

"Open Data/Open Minds" teacher professional development workshop for Monterey Bay Aquarium teacher cohort.

Context Conference, CREATE Lab at Carnegie Museum of Art, Pittsburgh PA, September, 2017

"Open Data/Open Minds" teacher professional development workshop for conference attendees including Fluency Project teacher cohort.

University of Notre Dame, Notre Dame, Indiana, June 2017

“Open Data/Open Minds” professional development for Notre Dame Center for STEM Education teacher cohort.

University of Pittsburgh Department of Education, Pittsburgh PA, July 2017

“Open Data/Open Minds” teacher professional development workshop for Western Pennsylvania Writing Project teacher cohort.

University of Pittsburgh Department of Education, Pittsburgh PA, July 2017

“Open Data/Open Minds” teacher professional development workshop for the CMU Robotics Institute’s Create Lab Fluency Project cohort.

Manylabs, San Francisco, CA, February 2017

“Open Data/Open Minds” teacher professional development workshop for the CMU Robotics Institute’s Create Lab Fluency Project cohort.

The Tech Museum, San Jose, CA, January 2017

“Open Data/Open Minds” teacher professional development workshop for Notre Dame Center for STEM Education teacher cohort.

Manylabs, San Francisco and National Writing Project, Berkeley CA, April 2016

“Open Data/Open Minds Design Conversation” workshop for project advisors.

Southeastern Center for Contemporary Art, Winston-Salem, North Carolina, August 2010

“Ejewels” workshop for inaugural Community Day.

Jonah Clarke Middle School, Lexington Massachusetts, September 2006 - June 2007

Year-long afterschool Scratch Programming Club.

SIGGRAPH 2006, Boston, Massachusetts, August 2006

“Educational, Robotics: The Next Generation” for conference participants.

Computer Clubhouse Teen Summit, Cambridge, Massachusetts, June 2006

Week-long “Understanding Community” for international youth conference.

Interaction Design for Children (IDC) Conference, Boulder, Colorado, June 2005

“Creating Electronic Craft Experiences for Children” workshop.

Highlands & Islands Enterprise "Digital Future" Conference, Aviemore, Scotland, May 2006

"AskMobi" workshop for youth invited to national conference.

The LEAD program, Hong Kong, May 2005

"Robotics with Crickets and RCX" workshop for national youth conference.

Cooper-Hewitt National Design Museum's Summer Design Institute, New York, August 2004

"Light, Color and Interaction: Designing Playful Inventions and Explorations with Crickets" for designers and educators.

Annual Conference of ACADIA at University of Waterloo, Ontario, Canada, October 2004

"Responsive Environments: Light, Color and Interaction" and "Fabrication Charrette."

Haystack Mountain School of Crafts, Deer Isle, Maine, September 2002

"Playing with Light Workshop" at for invited artists and technologists.

The Ark, Dublin, Ireland, August 2002

Two-week "Ejewels" workshop and one-week "Situating Journalism" workshop.

### **Podcasts, Videos, and Media Coverage (Selection)**

- Inteligencia artificial generativa: ¿Qué deben hacer los gobiernos de América Latina? Tekios Magazine. [\[article\]](#)
- Novel Learning Spaces: Old and New Challenges, LabGRIMM, July 2022. [\[video\]](#)
- Research Sprints: A Transdisciplinary Networked Learning Model, Berkman Klein Center, July 2022. [\[video\]](#)
- Your child's first smartphone: What you should consider before buying, USA Today, July 2021. [\[article\]](#)
- Is Instagram Bad for You? Invited panelist at UK's Tortoise's program, ThinkIn. December 2021. [\[video\]](#)
- Harmony Science Academy, Chambers Co. school districts close, Beaumont Enterprise, March 2020. [\[article\]](#)
- Maker Voices: Elisabeth, Stanford University Graduate School of Education, August 2019. [\[interview\]](#)

### **Third-Party Funding**

In my capacity in various leadership roles at Harvard University's Berkman Klein Center, I have helped turn multiple projects into highly visible efforts of global relevance. In terms of both size and impact, the Berkman Klein Center at Harvard University is considered one of the most significant Internet and Society centers in the world. Since 2019 I have helped to conceive, develop, and manage a significant amount of grants and projects for the Center, overseeing more than six million dollars in project funding. Funding organizations include: International Telecommunications Union, MacArthur Foundation / DML, McCormick Foundation, Mercator Foundation, Meta,

Miami Foundation, Omidyar Network, Research Council of Norway, US National Science Foundation, and Wikimedia Foundation.